

Tarot Card		Six of Coins	
Alleyman’s Tarot Card:		The Eight of Pentacles (Page No. 86)	
No. & Name of Faction		51. Kyr	
Expansion		Base Game	
Timeframe			
Alignment		N/N	
Politics	Mercantile	Category	Nations
Enemies	Kuntax		
Seats  (n) = Influence	0 on Council	0 in Secret Conclave	
	0 at Grasslander Gathering	0 in Congress of Dreams	
Characters	Kyrian Ambassador		
Location A	Kyrian Embassy, Western Promenade, Merriva	Area A	Lower West Side
Location B		Area B	
Resources	Kyrian Longships		
Circle	Hidden Crannog of Lake Kuor	Forest	Kyr
Otherworld		Domain	
Random Event	Kyrian Wolf Cultists are stirring up Tehmorian Dog / Coyote Cults (which tend to the Evil) by insisting WOOFER / THE GREAT WHITE COYOTE is ESCUS. SC: Grasslander Coyote Tribes may be stirred up.		
Background	Kyr is a small Northern island nation with a former reputation for piracy and Wolf Cultism, which is trying to establish itself as a leading trading nation and gateway to the Kingdom of the North. Kyrian Merchants know the ports and traders of the Kingdom of the North and the North East Coast, have the shallow-keeled longships necessary to venture into those waters, and are keen to act as trusted middle-men in trading between North and South. They have therefore built up contacts and local knowledge in Tehmor and the other Southern Cities and are keen to		

	<p>discuss business. The Kyrian Embassy facilitates trade and represents the interests of Kyrians in Tehmor, and generally avoids the espionage activities undertaken by other Nations. There is some rivalry with Kuntax, but the Kuntacians mostly take the view that the Kyrians are not serious competition (and, the Kyrians suspect, are behind many of the piracy and howling at the Moon rumours that are spread about them). Tehmorian Merchants are interested in dealing with Kyrians because they can often offer more competitive prices due to lower overheads than the bloated Kuntacian operators and because Southerners have little understanding of what they see as the strange and primitive ways of the North.</p>
<b>Notes</b>	<p><b>SC:</b> The Hidden Crannog is included for Role-Playing purposes only, and does not give VPs for controlling the associated Forest.</p>